

CHAPLAIN GRIMALDUS

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M	T	SV	W	LD	OC	4+
6"	5	3+	5	5+	1	

CENOBYTE SERVITOR

M	T	SV	W	LD	OC	4+
6"	4	3+	1	8+	1	

AUFSTELLUNG

1x Chaplain Grimaldus - Equipped with: Artificer Crozius, ► Plasma Pistol - Supercharge, ► Plasma Pistol - Standard
3x Cenobyte Servitor - Equipped with: Close Combat Weapon
Basegrößen: 40mm, Cenobyte Servitors 28.5mm

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma Pistol - Standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
► Plasma Pistol - Supercharge CLOSE-QUARTERS, PISTOL	12"	1	2+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer Crozius	Melee	6	2+	6	-2	2
Close Combat Weapon	Melee	1	4+	3	0	1

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Feel No Pain 5+

Faithful Cenobytes

- If this unit's Chaplain Grimaldus model is destroyed, this unit's remaining Cenobyte Servitor models are also destroyed.
- Each Cenobyte Servitor model in this unit takes up 0 transport capacity.

Litanies of the Devout

This unit's melee attacks can re-roll hit rolls.



Temple Relics

At the start of your Command phase, if this unit contains one or more Cenobyte Servitor models, select up to one of the abilities in the Temple Relics section. Until the start of your next Command phase, this model has that ability.

Banner of the Emperor Victorious

This unit has +1 to advance rolls and charge rolls.

Column from the Major Altar

This unit has +1 T.

Water from the Stoup of Elucidation

This unit's melee attacks have +1 AP.

Leader

This unit can be attached to the following units:

- Assault Intercessor Squad
- Infernus Squad
- Intercessor Squad
- Crusader Squad
- Sword Brethren

WEAPON RULES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.